

ngl_gui::Widget

```
# m_parent  
# m_children  
# m_drawable  
# m_position  
# m_size  
# m_tooltip  
# m_enabled  
# m_visible  
# m_focused  
# m_drag  
# s_theme
```

```
+ Widget()  
+ ~Widget()  
+ Render()  
+ SetDrawable()  
+ GetDrawable()  
+ GetParent()  
+ GetParent()  
+ SetParent()  
+ AddChild()  
+ RemoveChild()  
and 34 more...  
+ SetTheme()  
+ GetTheme()
```



ngl_gui::SlotPair<
FirstWidget, SecondWidget >

```
+ SlotPair()  
+ ~SlotPair()  
+ GetFirstSlotData()  
+ GetFirstSlotData()  
+ SetFirstSlotData()  
+ GetSecondSlotData()  
+ GetSecondSlotData()  
+ SetSecondSlotData()
```